

Marko Sreckovic

Software developer

Very passionate about programming, loves to learn new stuff and meet new people. Most interested for gaming and making useful interactive applications.

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EDUCATION

Computer Science

Faculty of Computing (Racunarski fakultet)

10/2016 - 09/2021 Belgrade, Serbia

Natural sciences department Grammar school

09/2012 - 07/2016 Pozarevac, Serbia

WORK EXPERIENCE

Graphics programmer

The Multiplayer Guys

09/2021 - Present Remote

Achievements/Tasks

 Working on visual aspect, tools for the existing graphical features and optimizations.

Render programmer Ubisoft

04/2021 - 09/2021 Belgrade, Serbia

Achievements/Tasks

 Working on Skull & Bones title. Can't tell any details because game is still in progress.

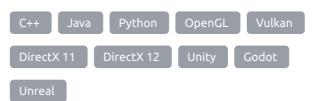
Junior C++ Programmer Ubisoft

10/2019 - 04/2021 Belgrade, Serbia

Achievements/Tasks

- First 6 months worked on a gameplay for the game "Ghost Recon: Breakpoint". Worked in a team that was responsible for PVP aspect of the game.
- Worked on the rendering side of "Assasins Creed: Unity" the goal was porting it to Google Stadia platform which includes porting graphics from DirectX 11 to Vulkan and optimization for given platform.

SKILLS



PERSONAL PROJECTS

Graphics Playground

- Rendering library designed for fast and efficient prototyping of the graphics algorithms and game engines.
- Main Idea "Usability over performance".
- Library is optimized as much as possible in the boundaries of the usability.

2D Light simulator

- Mini 2D game engine that has focus on light simulation. Can produce very beautiful and unique 2D scenery.
- Optimized to work 60FPS even on PC with low hardware specifications.
- Simulation includes: Light occlusion, normal mapping, subsurface scattering etc.

Raf student app

- Android app developed with latest technologies at the time. It is
- A social network for students of RAF where students can chat one to one or in one public group.
- Provides up to date university schedule for classes that student is taking.

LANGUAGES

Serbian

English

Native or Bilingual Proficiency Full Professional Proficiency

Italian

Elementary Proficiency

INTERESTS

Speedcubing

Gaming Piano Chess Digital art